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DATE: Thursday, March 31, 2005

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☐	L18	morph$3 and stereoscop$3 and crosstalk$3 and parallax and l3	0
☐	L17	morph$3 and stereoscop$3 and crosstalk$3 and parallax and 352/$.ccls.	0
☐	L16	l3 and morph$3 and stereoscop$3	0
☐	L15	l1 and morph$3 and stereoscop$3 and zero same parallax and crosstalk$3	0
☐	L14	l6 and stereoscop$4 and crosstalk$3	0
☐	L13	l6 and stereoscop$4 same align$3	0
☐	L12	L10 and stereoscop$ same align$3 and zero same parallax	1
☐	L11	L10 and stereoscop$ same align$3 and zero ssame parallax	7492
☐	L10	352/57.ccls.	142
☐	L9	stereoscopi$3 and zero same parallax and 352/$.ccls.	2
☐	L8	stereoscop$5 same network and zero same parallax and morph$4	2
☐	L7	stereoscop$5 same network and zero same parallax and morph$4 and crosstalk$3	0
☐	L6	stereoscop$5 same network and color and zero same parallax and morph$4 and crosstalk$3	0
☐	L5	stereoscop$5 same network and color and align$3 and recursiv$4 and zero same parallax and morph$4 and crosstalk$3	0
☐	L4	345/58.ccls.	106
☐	L3	345/646.ccls.	64
☐	L2	345/629.ccls.	880
☐	L1	345/419.ccls.	1962

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Inventor Name Search Result

Your Search was:

Last Name = ROCHE
First Name = MICHAEL

Application#	Patent#	Status	Date Filed	Title	Inventor Name
10023151	6790303	150	12/17/2001	APPARATUS AND METHOD FOR SEALING AN ENVELOPE	ROCHE, MICHAEL
10843068	Not Issued	020	05/11/2004	SYSTEM AND METHOD FOR APPLICATION SHARING	ROCHE, MICHAEL
60252175	Not Issued	159	11/21/2000	STEREOSCOPIC IMAGE PROCESSING ON A COMPUTER SYSTEM	ROCHE, MICHAEL
60260428	Not Issued	159	01/09/2001	FOUR CHANNEL GIGABIT ETHERNET ARCHITECTURE	ROCHE, MICHAEL
10044185	Not Issued	030	01/09/2002	NON-BLOCKING CROSSBAR AND METHOD OF OPERATION THEREOF	ROCHE, MICHAEL A.
10285069	Not Issued	030	10/31/2002	PROCESSOR FOR PACKET SWITCHING BETWEEN CELL STREAMS WITH OPTIONAL VIRTUAL CHANNEL AND CHANNEL IDENTIFICATION MODIFICATION	ROCHE, MICHAEL A.
06385202	Not Issued	163	06/04/1982	ELECTROCHEMICAL CELL HAVING A ALKALI METAL NITRATE ELECTRODE	ROCHE, MICHAEL F.
06689735	4544614	150	01/08/1985	GLASS ELECTROLYTE COMPOSITION	ROCHE, MICHAEL F.
06853104	4659637	150	04/17/1986	ELECTROCHEMICAL CELL WITH HIGH CONDUCTIVITY GLASS ELECTROLYTE	ROCHE, MICHAEL F.
08909336	5942345	150	08/11/1997	HIGH PERFORMANCE ELECTROLYTES FOR MCFC	ROCHE, MICHAEL F.
08779067	5788520	250	01/07/1997	CONNECTOR SHORTING BAR RETENTION	ROCHE, MICHAEL J.
09430876	6354860	150	11/01/1999	CONNECTOR AND CONNECTOR ASSEMBLY	ROCHE, MICHAEL J.

09879420	6765568	150	06/12/2001	ELECTRONIC STEREOSCOPIC MEDIA DELIVERY SYSTEM	ROCHE, MICHAEL L.
09996421	Not Issued	071	11/20/2001	STEREOSCOPIC IMAGE PROCESSING ON A COMPUTER SYSTEM	ROCHE, MICHAEL L.
10293526	Not Issued	020	11/12/2002	3D STEREOSCOPIC ENABLING METHODS FOR A MONOSCOPIC APPLICATION TO SUPPORT 3D STEREOSCOPIC IMAGING	ROCHE, MICHAEL L.
10888946	Not Issued	020	07/09/2004	ELECTRONIC STEREOSCOPIC MEDIA DELIVERY SYSTEM	ROCHE, MICHAEL L.
60345406	Not Issued	159	11/09/2001	3D STEREOSCOPIC ENABLING METHODS FOR A MONOSCOPIC APPLICATION TO SUPPORT 3D STEREOSCOPIC IMAGING	ROCHE, MICHAEL L.
60323945	Not Issued	159	09/21/2001	FURNITURE BACKING SUPPORT	ROCHEFORD, MICHAEL
10254062	6840584	150	09/20/2002	FURNITURE BACKING SUPPORT	ROCHEFORD, MICHAEL D.
29137519	D461355	150	02/22/2001	VALANCE	ROCHEFORD, MICHAEL D.
60348894	Not Issued	159	01/14/2002	WELT IRON FOR FORMING A DOUBLE WELT	ROCHEFORD, MICHAEL D.
09479092	6308935	150	01/07/2000	STAPLE REMOVING TOOL	ROCHEFORD, MICHAEL D.
29137474	D451725	150	02/22/2001	HEADBOARD	ROCHEFORD, MICHAEL D.
10703038	Not Issued	030	11/05/2003	BLAST RESISTANT WINDOW	ROCHEFORT, MICHAEL A.
60424280	Not Issued	159	11/06/2002	BLAST PROOF WINDOWS SYSTEM WITH DAMPING CHAMBER	ROCHEFORT, MICHAEL A.
09724307	6505792	150	11/28/2000	NON-CONTACT FLOATING DEVICE FOR TURNING A FLOATING WEB	ROCHELEAU, MICHAEL
08545982	5690252	150	10/20/1995	VERSATILE DISPENSING SYSTEMS	ROCHELEAU, MICHAEL J.
10823299	Not Issued	041	04/13/2004	STEP AIR FOIL	ROCHELEAU, MICHAEL O.
06357848	4425719	150	03/15/1982	COMPACT AIR BAR ASSEMBLY FOR	ROCHELEAU, MICHAEL O.

				CONTACTLESS WEB SUPPORT	
06415189	Not Issued	161	09/07/1982	DEVICE FOR DRYING AND GUIDING A WEB	ROCHELEAU, MICHAEL O.
06460315	4474496	150	01/24/1983	COMPACT DRYER FOR TWO WEB STRETCHES	ROCHELEAU, MICHAEL O.
07203076	5092059	150	06/07/1988	INFRARED AIR FLOAT BAR	ROCHELEAU, MICHAEL O.
08408663	5640784	150	03/21/1995	NON-CONTACT FLOTATION WEB GUIDE/DRYER	ROCHELEAU, MICHAEL O.
60143634	Not Issued	159	07/14/1999	DILUTION CONTROL SYSTEM	ROCHELEAU, MICHAEL T.
10744839	Not Issued	030	12/23/2003	UNIVERSAL TRANSPORT CLIP FOR AN INKJET CARTRIDGE	ROCHESTER, MICHAEL D.

Inventor Search Completed: No Records to Display.

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Relevance scale

1 The holodeck ray cache: an interactive rendering system for global illumination in nondiffuse environments

Gregory Ward, Maryann Simmons

October 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 4

Full text available: pdf(935.74 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a new method for rendering complex environments using interactive, progressive, view-independent, parallel ray tracing. A four-dimensional holodeck data structure serves as a rendering target and caching mechanism for interactive walk-throughs of nondiffuse environments with full global illumination. Ray sample density varies locally according to need, and on-demand ray computation is supported in a parallel implementation. The holodeck file is stored on disk and ...

Keywords: illumination, image reconstruction, mesh generation, ray tracing, rendering system, virtual reality

2 Image-based modeling and rendering: A hybrid method of image synthesis in IBR for novel viewpoints

Xuehui Liu, Hanqiu Sun, Enhua Wu

October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(1.44 MB) Additional Information: full citation, abstract, references

Due to visibility change and surface enlargement in producing a novel view from a new viewpoint, 3D re-projection from one reference image in IBMR inevitably produces holes in the destination image. Even worse, exposure errors occur when a background region occluded is visible in a desired image because of the absence of some background elements in the reference image. The general solution to this kind of problems is to use multiple images from different viewpoints as input source. By doing so h ...

Keywords: Image-Based modeling and rendering, backward warping, depth-image map, epipolar geometry, forward warping

3 TOPIC ISLANDS—a wavelet-based text visualization system

Nancy E. Miller, Pak Chung Wong, Mary Brewster, Harlan Foote

October 1998 **Proceedings of the conference on Visualization '98**

Full text available: pdf(1.98 MB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: information retrieval, information visualization, text visualization, wavelet transform

4 Interactive volume visualization on a heterogeneous message-passing multicomputer

Andrei State, Jonathan McAllister, Ulrich Neumann, Hong Chen, Tim J. Cullip, David T. Chen, Henry Fuchs

April 1995 **Proceedings of the 1995 symposium on Interactive 3D graphics**

Full text available: pdf(3.63 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes VOL2, an interactive general-purpose volume renderer based on ray casting and implemented on Pixel-Planes 5, a distributed-memory, message-passing multicomputer. VOL2 is a pipelined renderer using image-space task parallelism and object-space data partitioning. We describe the parallelization and load balancing techniques used in order to achieve interactive response and near-real-time frame rates. We also present a number of applications for our system ...

5 GFX: Silicon grail RAYZ

Robin Rowe

June 2002 **Linux Journal**, Volume 2002 Issue 98

Full text available: html(17.62 KB) Additional Information: full citation, index terms

6 A virtual environment and model of the eye for surgical simulation

Mark A. Sagar, David Bullivant, Gordon D. Mallinson, Peter J. Hunter

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Full text available: pdf(667.19 KB) ps(8.17 MB) Additional Information: full citation, abstract, references, citings, index terms

An anatomically detailed 3-D computer graphic model of the eye and surrounding face within a virtual environment has been implemented for use in a surgical simulator. The simulator forms part of a teleoperated micro-surgical robotic system being developed for eye surgery. The model has been designed to both visually and mechanically simulate features of the human eye by coupling computer graphic realism with finite element analysis.The paper gives an overview of the system with e ...

7 Multi-source data analysis challenges

Sam Uselton, Lloyd Treinish, Jim Ahrens, Wes Bethel, A. State

October 1998 **Proceedings of the conference on Visualization '98**

Full text available: pdf(551.04 KB) Publisher Site Additional Information: full citation, index terms

8 Intelligent virtual worlds continue to develop

Glen Fraser, Scott S. Fisher

August 1998 **ACM SIGGRAPH Computer Graphics**, Volume 32 Issue 3
Full text available: pdf(1.23 MB) Additional Information: full citation, index terms

9 Columns: Real-time interactive graphics: taking location-based entertainment to the next level
Scott S. Fisher
February 1999 **ACM SIGGRAPH Computer Graphics**, Volume 33 Issue 1
Full text available: pdf(1.06 MB) Additional Information: full citation

10 A method for sharing interactive deformations in collaborative 3D modeling
Hiroaki Nishino, Kouichi Utsumiya, Kazuyoshi Korida, Atsunori Sakamoto, Kazuyuki Yoshida
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**
Full text available: pdf(2.96 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper proposes a new approach to collaboratively designing original products and crafted objects in a distributed virtual environment. Special attention is paid to concept formulation and image substantiation in the early design stage. A data management strategy and its implementation method are shown to effectively share and visualize a series of shape-forming and modeling operations performed by experts on a network. A 3D object representation technique is devised to manage frequentl ...

Keywords: 3D object modeling, collaborative design, computer graphics, distributed virtual environment

11 The fantastic self-organization in cyberspace
Yoichiro Kawaguchi
February 1997 **ACM SIGGRAPH Computer Graphics**, Volume 31 Issue 1
Full text available: pdf(158.81 KB) Additional Information: full citation, index terms

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